

WHAT IS CLAIMED IS:

5 1. A mask for a video game controller having a plurality of
actuators, the mask comprising:
a thin plastic non-rigid shell that conforms to the shape of
the controller;
means permitting the actuators to be operated from outside the
10 shell; and
a visible actuator guide mounted on the shell to facilitate
game play.

15 2. The mask of claims 1, in which the permitting means
comprises openings in the shell in registration with the
actuators.

20 3. The mask of claim 1, in which the guide visually
identifies game influencing functions of the actuators.

25 4. The mask of claim 1, in which the guide has a first
visible column that identifies the actuators and a second
visible column that identifies game influencing actuator
functions, the columns being aligned with each other.

30 5. The mask of claim 1, additionally comprising means for
releasably securing the shell to the controller.

35 6. The mask of claim 5, in which the securing means
comprises flexible integral side panels on the shell that curl
around the controller.

 7. The mask of claim 1, in which the guide is mounted on
the shell with adhesive.

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8. The mask of claim 1, in which the guide is secured to the shell by impressions on the surface of the shell.

5 9. The mask of claim 1, additionally comprising a guide holder on the shell, the guide being mounted on the shell in the guide holder.

10 10. The mask of claim 9, additionally comprising one of more other guides that can be substituted for the guide in the holder.

15 11. The mask of claim 1, in which a major portion of the shell is rigid and the permitting means comprises resilient portions of the shell in registration with the actuators.

12. The mask of claim 1, in which the shell is imprinted with an image suggestive of the game.

20 13. A set of masks for a video game controller having a plurality of actuators, each mask corresponding to a different video game, each mask comprising:
a thin plastic shell that conforms to the shape of the controller;
25 means permitting the actuators to be operated from outside the shell; and
a visible actuator guide unique to each video game mounted on the shell to facilitate use of the controller.

30 14. The mask of claim 1, in which each shell is imprinted with game instructions with a different image suggestive of the game to which its mask corresponds.

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15. The mask of claim 14, in which the actuators are color
coded and the guides identify actuator functions that are
5 color coded to correspond to the actuators.

16. A method for human operation of a video game controller
having a plurality of actuators, the method comprising:
placing a shell over the controller;
10 attaching to the shell a guide relating the actuators to game
functions; and
operating the actuators to play the game while viewing the
guide.

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